



Cleric 1  
CLASS & LEVEL

Half-Orc  
RACE/ANCESTRY/HERITAGE

Soldier  
BACKGROUND

STR  
+3  
16

+2 PROFICIENCY  
BONUS

ARMOR  
CLASS  
(AC) INITIATIVE SPEED  
15 -1 30 ft.

Armor Worn: scale mail, shield

HIT POINTS HIT DICE  
10 1d8

DEATH SAVES: Success O O O Fail O O O

#### WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

**Mace.** *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+3 bludgeoning damage.

**Light Crossbow.** *Ranged Weapon Attack:* +1 to hit. *Hit:* 1d8-1 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)

#### MAGIC, FEATS & SPECIAL ATTACKS

No special notes.

DEX  
-1  
8

#### SAVING THROWS

+3 Strength Saves  
-1 Dexterity Saves  
+2 Constitution Saves  
+0 Intelligence Saves  
+4 Wisdom Saves \*  
+3 Charisma Saves \*  
\* *Prof. bonus added*

CON  
+2  
14

INT  
+0  
10

WIS  
+2  
15

CHA  
+1  
12

#### Soldier Background [PHB p. 140]

- **Feature:** Military Rank.
- **Traits:** Infantry soldier-for-hire. Slain former lover is now an undead.
- **Ideal:** Always obey given orders.
- **Bond:** Lay down life for comrades.
- **Flaw:** Old wounds ache in winter.

#### PROFICIENCIES & LANGUAGE

**Armor:** light armor, medium armor, heavy armor, shields

**Weapons:** simple weapons, martial weapons  
**Tools:** gaming set (dice set), vehicles (land craft)

**Saving Throws:** Wisdom, Charisma

**Skills:** Athletics, Intimidation, Medicine, Religion

**Languages:** Common, Orc

#### RACE

#### Half-Orc Traits [PHB p. 40]

- Creature Type: Humanoid
- Age: 16 years old
- Medium Size (5' 6", 123 lbs.)
- Darkvision (60 feet)
- Menacing (Intimidation)
- Relentless Endurance (0 h.p. to 1 h.p.)
- Savage Attacks (extra damage on crit)

#### CLASS

#### Cleric Class Features [PHB p. 57]

- Ritual Casting
- War Priest (if attack action, add attack as bonus action, up to uses per day)

#### SPELLS

#### Spellcasting [PHB p. 201]

Spell Attack Modifier +4  
Spell Save DC 12

**Cantrips Known:** *Guidance, Light, Resistance*

#### Prepared Spells

1st Level (2 slots): *Divine Favor\**, *Shield Of Faith\**, *Bane*, *Detect Magic*, *Command*

#### EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** scale mail (AC 14), shield (AC +2), mace, gaming set (dice set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 109 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 12 gold pieces (gp); 28 silver pieces (sp); 74 copper pieces (cp); 3 gems (worth 10 gp each)